**Response Under 37 CFR § 1.116**
**Expedited Procedure - Examining Group 2144**

## IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method for presenting zero or more User Interface (UI) objects as part of a UI on an information processing system, the method comprising:

associating an associative array with one or more entries to each of a plurality of UI objects presentable as part of a UI;

presenting at least one UI object based on a state of at least one global context flag for the UI;

receiving at least one of a response from an end-user to the presentation of the at least one UI object and an event-based trigger;

altering the state of the global context flag ~~label~~ based on the response from the end-user;

performing a Boolean comparison between the global context flag and one or more of the entries in the associative array for each of the UI objects; and

presenting zero or more of the plurality of UI objects as part of the UI to the end-user based upon a result of the Boolean comparison.

Claim 2 (original): The method according to claim 1, wherein the step of presenting to an end-user the at least one UI object further comprising at least one of the following:

presenting a visual image;

creating a vibration;

playing a sound;

emitting a scent; and

emitting a taste.

Claim 3 (previously presented): The method according to claim 1, wherein the step of associating an associative array with one or more entries to each of a plurality of UI objects that may be presented as part of a UI includes associating an associative array with zero or more entries to each of a plurality of UI objects that may be presented as part of the UI by retrieving the associative array from a file when an application using the UI is loading.

Claim 4 (original): The method according to claim 1, wherein the global context flags are changed after the application using the UI receives any input from:

an end-user comprising an input from a group of input devices consisting of a keyboard, mouse, pointing device, digitizing pen, light pen, track ball, touch screen, motion detector, chemical sensor, sound sensor, and eye movement sensor.

Claim 5 (original): The method according to claim 1, wherein the global context flags are changed after the application using the UI receives an event-based trigger from one or the following events:

a time event comprising an input from a time of day or elapsed time; and

an information processing system event comprising a file status, a printing status, a modem status or a power supply status.

Claim 6 (original): The method according to claim 1, wherein the step of performing a Boolean operation is selected from the group of Boolean operations consisting of "AND", "OR", and "XOR".

Claim 7 (original): The method according to claim 1, wherein the step of associating one or more attributes to each of a plurality of UI objects from a table so that any changes in the table can be made without recompiling and/or re-linking an application using the UI.

Claim 8 (previously presented): An information processing system for presenting zero or more User Interface (UI) objects as part of a UI, the system comprising:

one or more UI objects for forming a UI;

at least one associative array with zero or more entries associated with each one or more UI objects;

at least one output device for presenting the one or more UI objects forming the UI;

at least one input device for receiving at least one of a response from an end-user to the presentation of the at least one or more UI objects and a response from an event-based trigger;

at least one set of global context flags; and

at least one processor for performing a Boolean comparison between the global context flag and the one or more of the entries of the associative array for each of the UI objects;

wherein the one or more UI objects presented on the output device are updated depending on the results of the Boolean comparison after receiving a response from the end-user and/or the event-based trigger.

Claim 9 (original): An information processing system according to claim 8, further comprising at least one input device consisting of a keyboard, mouse, pointing device, digitizing pen, light pen, track ball, touch screen, motion detector, chemical sensor, sound sensor, and eye movement sensor.

Claim 10 (original): An information processing system according to claim 8, further comprising at least one output device for:

presenting a visual image;
creating a vibration;
playing a sound;
emitting a scent; and
emitting a taste.

Claim 11 (currently amended): A computer readable medium containing programming instructions for the User Interface (UI) objects as part of a UI on a information processing system, the programming instructions comprising programming instructions

for:

associating an associative array with one or more entries to each of a plurality of UI objects presentable as part of an UI;

presenting at least one UI object based on a state of at least one global context flag for the UI;

receiving a response from an end-user to the presentation of the at least one UI object and an event-based trigger;

altering the state of the global context flag ~~label~~ based on the response from the end-user;

performing a Boolean comparison between the global context flag and one or more of the entries of in the associative array for each of the UI objects, and

presenting zero or more the plurality of UI objects as part of the UI to the end-user based upon a result of the Boolean comparison.

Claim 12 (original): A computer readable medium according to claim 11, wherein the programming instructions for presenting to an end-user the at least one UI object further comprising at least one of the following:

presenting a visual image;

presenting;

creating a vibration;

playing a sound;

emitting a scent; and

emitting a taste.

Claim 13 (previously presented): A computer readable medium according to claim 11, wherein the programming instructions of associating an associative array with one or more entries to each of a plurality of UI objects that may be presented as part of a UI includes programming instructions for associating an associative array with one or more entries to each of a plurality of UI objects that may be presented as part of the UI by retrieving the associative array from a file when an application using the UI is loading.

Claim 14 (original): A computer readable medium according to claim 12, wherein the programming instruction wherein the global context flags are programmed to change after the application using the UI receives input programming instructions from:

an end-user comprising an input from a group of input devices consisting of a keyboard, mouse, pointing device, digitizing pen, light pen, track ball, touch screen, motion detector, chemical sensor, sound sensor, and eye movement sensor.

Claim 15 (original): A computer readable medium according to claim 12, wherein the global context flags are programmed to change after the application using the UI receives an event-based trigger from one or the following events:

a time event comprising: input from a time of day or elapsed time;

an information processing system event comprising a file status, a printing status, a modem status or a power supply status.

Claim 16 (original): A computer readable medium according to claim 12, wherein the programming step of performing a Boolean operation is selected from the group of Boolean operations consisting of "AND", "OR", and "XOR", and NOT.

Claim 17 (original): A computer readable medium according to claim 12, wherein the programming step of associating one or more attributes to each of a plurality of UI objects from a table so that any changes in the table can be made without recompiling and/or re-link an application using the UI.

Claim 18 (previously presented): A method for presenting User Interface (UI) objects as part of a UI on an information processing system, the method comprising:

creating a first associative array for controlling a property of at least one UI object in a UI;

performing a Boolean comparison between:

at least one global context flag in the first associative array; and

at least one entry in a second associative array of at least one UI object graphical selections associated with the at least one UI object; and

presenting updates to the UI objects as part of the UI to an end-user in response to the Boolean comparison,

wherein the first associative array and the second associative array are indexed by a string.

Claim 19 (previously presented): The method according to claim 18, further comprising:

receiving at least one of:

a response from the end-user to the updates to the UI objects, and

an event-based trigger.

Claim 20 (previously presented): The method according to claim 19, further comprising:

changing a state of the global context flag based on the response received from the end-user.

Claim 21 (previously presented): The method according to claim 19, wherein the response from the end-user comprises an input from a group of input devices consisting of a keyboard, mouse, pointing device, digitizing pen, light pen, track ball, touch screen, motion detector, chemical sensor, sound sensor, and eye movement sensor.

Claim 22 (previously presented): The method according to claim 19, wherein the event-based trigger comprises one of:

a time event comprising an input from a time of day or elapsed time; and

an information processing system event comprising a file status, a printing status, a modem status or a power supply status.

Claim 23 (previously presented): The method according to claim 18, wherein the step of performing a Boolean operation is selected from the group of Boolean operations consisting of "AND", "OR", and "XOR"